

**Amendments to the Claims:**

This listing of claims will replace all prior versions and listings of claims in the application:

**Listing of Claims:**

Claims 1-93 (canceled).

Claim 94 (previously presented): A gaming device comprising:

a game operable upon a wager;

a housing defining at least one card slot sized to partially or fully receive a data card;

a data reader supported by the housing;

a data writer supported by the housing;

a thermal energy supplier supported by the housing;

a thermal energy director coupled to the thermal energy supplier, the thermal energy director operable to direct thermal energy toward a received data card;

a processor operatively coupled to at least one of the thermal energy supplier and the thermal energy director; and

at least one instruction executable by the processor to:

(a) enable the processor to access, over a network, player-specific information stored in a data storage device, and

(b) cause the thermal energy director to cause a human-readable symbol to be produced and viewable on the received data card, the human-readable symbol indicating at least a portion of the player-specific information.

Claim 95 (previously presented): The gaming device of Claim 94, wherein the data storage device stores a plurality of different sets of player-specific information, each one of the sets being associated with a different player.

Claim 96 (previously presented): The gaming device of Claim 95, which includes at least one instruction executable by the processor to operate the game for a player who has inserted the data card at least partially into the card slot.

Claim 97 (previously presented): The gaming device of Claim 96, which includes at least one instruction executable by the processor to access the set of player-specific information associated with the player who inserted the data card.

Claim 98 (previously presented): The gaming device of Claim 97, which includes at least one instruction executable by the processor to cause the data writer to change machine-readable data stored by the data card.

Claim 99 (previously presented): The gaming device of Claim 98, which includes at least one instruction executable by the processor to cause the thermal energy director to cause another human-readable symbol to be produced and viewable on the received data card, the another human-readable symbol indicating at least a portion of the machine-readable data stored by the data card.

Claim 100 (previously presented): The gaming device of Claim 94, wherein the data storage device is part of a player tracking system.

Claim 101 (previously presented): The gaming device of Claim 94, wherein: (a) the data storage device includes a player database; and (b) the player-specific information includes data associated with a plurality of different player profiles.

Claim 102 (previously presented): A gaming device comprising:

- a game operable upon a wager;
- a housing defining at least one card slot sized to partially or fully receive a data card;
- a data reader supported by the housing;
- a data writer supported by the housing;
- a thermal energy supplier supported by the housing;
- a thermal energy director coupled to the thermal energy supplier, the thermal energy director operable to direct thermal energy toward a received data card;
- a processor operatively coupled to at least one of the thermal energy supplier and the thermal energy director; and
- at least one instruction executable by the processor to:
  - (a) enable the processor to access, over a network, player-specific information stored in a data storage device, the player specific information including data associated with at least one player profile,
  - (b) cause the data writer to change machine-readable data stored by the data card after a designated event occurs, and
  - (c) cause the thermal energy director to cause a human-readable symbol to be produced and viewable on the received data card after a designated event occurs, the human-readable symbol indicating at least a portion of the player-specific information.

Claim 103 (previously presented): The gaming device of Claim 101, wherein the machine-readable data includes data selected from the group consisting of credit data, fund data, fund tracking data and cash data.

Claim 104 (previously presented): The gaming device of Claim 103, which includes at least one instruction executable by the processor to cause the thermal energy director to cause another human-readable symbol to be produced and viewable on the received data card, the another human-readable symbol indicating at least a portion of the machine-readable data stored by the data card.

Claim 105 (previously presented): The gaming device of Claim 102, wherein the data storage device stores data associated with a plurality of different player profiles, each one of the player profiles being associated with a different player.

Claim 106 (previously presented): The gaming device of Claim 102, which includes at least one instruction executable by the processor to operate the game for a player who has inserted the data card at least partially into the card slot.

Claim 107 (previously presented): The gaming device of Claim 106, which includes at least one instruction executable by the processor to access the set of player-specific information associated with the player who inserted the data card.

Claim 108 (previously presented): The gaming device of Claim 102, wherein the data storage device is part of a player tracking system.

Claim 109 (previously presented): A method for programming a gaming device, the method comprising:

writing a plurality of computer-readable instructions which are executable by one or more processors to:

- (a) process game data associated with a game operable upon a wager by a player, the player having a player profile;
- (b) cause machine-readable data to be stored by a data card received from the player;
- (c) access, over a network, data associated with the player profile of the player; and
- (d) cause heat to be directed toward the data card to cause human-readable graphics to be produced and viewable on the received data card after a designated event occurs, the human-readable graphics indicating:
  - (i) at least a portion of the data associated with the player profile, and
  - (ii) at least a portion of the machine-readable data stored by the data card.

Claim 110 (previously presented): The method of Claim 109, wherein writing a plurality of computer-readable instructions includes writing at least one computer-readable instruction which is executable by one or more processors to cause machine-readable data to be stored by a data card, the machine-readable data including data selected from the group consisting of credit data, fund data, fund tracking data and cash data.

Claim 111 (previously presented): The method of Claim 109, wherein writing a plurality of computer-readable instructions includes causing the one or more processors to access, over a network, a data storage device which stores player-specific data associated with the player and player-specific data associated with a plurality of other players.

Claim 112 (previously presented): The method of Claim 111, wherein writing a plurality of computer-readable instructions includes causing the one or more processors to access, over a network, a player tracking module.

Claim 113 (previously presented): The method of Claim 109, wherein writing a plurality of computer-readable instructions includes causing the one or more processors to cause heat to be directed toward the data card to cause a plurality of symbols to be viewable on the received data card.

Claim 114 (previously presented): The method of Claim 113, wherein each one of the symbols is selected from the group consisting of a symbol including text, a symbol including a numeral, and a symbol including an illustration.